

Go In Action

#1 New York Times Best Seller! "Eleanor & Park reminded me not just what it's like to be young and in love with a girl, but also what it's like to be young and in love with a book."-John Green, The New York Times Book Review Bono met his wife in high school, Park says. So did Jerry Lee Lewis, Eleanor answers. I'm not kidding, he says. You should be, she says, we're 16. What about Romeo and Juliet? Shallow, confused, then dead. I love you, Park says. Wherefore art thou, Eleanor answers. I'm not kidding, he says. You should be. Set over the course of one school year in 1986, this is the story of two star-crossed misfits-smart enough to know that first love almost never lasts, but brave and desperate enough to try. When Eleanor meets Park, you'll remember your own first love-and just how hard it pulled you under. A New York Times Best Seller! A 2014 Michael L. Printz Honor Book for Excellence in Young Adult Literature Eleanor & Park is the winner of the 2013 Boston Globe Horn Book Award for Best Fiction Book. A Publishers Weekly Best Children's Book of 2013 A New York Times Book Review Notable Children's Book of 2013 A Kirkus Reviews Best Teen Book of 2013 An NPR Best Book of 2013

Summary Go in Action introduces the Go language, guiding you from inquisitive developer to Go guru. The book begins by introducing the unique features and concepts of Go. Then, you'll get hands-on experience writing real-world applications including websites and network servers, as well as techniques to manipulate and convert data at speeds that will make your friends jealous. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Application development can be tricky enough even when you aren't dealing with complex systems programming problems like web-scale concurrency and real-time performance. While it's possible to solve these common issues with additional tools and frameworks, Go handles them right out of the box, making for a more natural and productive coding experience. Developed at Google, Go powers nimble startups as well as big enterprises—companies that rely on high-performing services in their infrastructure. About the Book Go in Action is for any intermediate-level developer who has experience with other programming languages and wants a jump-start in learning Go or a more thorough understanding of the language and its internals. This book provides an intensive, comprehensive, and idiomatic view of Go. It focuses on the specification and implementation of the language, including topics like language syntax, Go's type system, concurrency, channels, and testing. What's Inside Language specification and implementation Go's type system Internals of Go's data structures Testing and benchmarking About the Reader This book assumes you're a working developer proficient with another language like Java, Ruby, Python, C#, or C++. About the Authors William Kennedy is a seasoned software developer and author of the blog GoingGo.Net. Brian Ketelsen and Erik St. Martin are the organizers of GopherCon and coauthors of the Go-based Skynet framework. Table of Contents Introducing Go Go quick-start Packaging and tooling Arrays, slices, and maps Go's type system Concurrency Concurrency patterns Standard library Testing and benchmarking

Summary Go Web Programming teaches you how to build scalable, high-performance web applications in Go using modern design principles. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology The Go language handles the demands of scalable, high-performance web applications by providing clean and fast compiled code, garbage collection, a simple concurrency model, and a fantastic standard library. It's perfect for writing microservices or building scalable, maintainable systems. About the Book Go Web Programming teaches you how to build web applications in Go using modern design principles. You'll learn how to implement the dependency injection design pattern for writing test doubles, use concurrency in web applications, and create and consume JSON and XML in web services. Along the way, you'll discover how to minimize your dependence on external frameworks, and you'll pick up valuable productivity techniques for testing and deploying your applications. What's Inside Basics Testing and benchmarking Using concurrency Deploying to standalone servers, PaaS, and Docker Dozens of tips, tricks, and techniques About the Reader This book assumes you're familiar with Go language basics and the general concepts of web development. About the Author Sau Sheong Chang is Managing Director of Digital Technology at Singapore Power and an active contributor to the Ruby and Go communities. Table of Contents PART 1 GO AND WEB APPLICATIONS Go and web applications Go ChatChat PART 2 BASIC WEB APPLICATIONS Handling requests Processing requests Displaying content Storing data PART 3 BEING REAL Go web services Testing your application Leveraging Go concurrency Deploying Go

• New York Times bestseller • The 100 most substantive solutions to reverse global warming, based on meticulous research by leading scientists and policymakers around the world "At this point in time, the Drawdown book is exactly what is needed; a credible, conservative solution-by-solution narrative that we can do it. Reading it is an effective inoculation against the widespread perception of doom that humanity cannot and will not solve the climate crisis. Reported by-effects include increased determination and a sense of grounded hope." —Per Espen Stoknes, Author, What We Think About When We Try Not To Think About Global Warming "There's been no real way for ordinary people to get an understanding of what they can do and what impact it can have. There remains no single, comprehensive, reliable compendium of carbon-reduction solutions across sectors. At least until now. . . . The public is hungry for this kind of practical wisdom." —David Roberts, Vox "This is the ideal environmental sciences textbook—only it is too interesting and inspiring to be called a textbook." —Peter Kareiva, Director of the Institute of the Environment and Sustainability, UCLA In the face of widespread fear and apathy, an international coalition of researchers, professionals, and scientists have come together to offer a set of realistic and bold solutions to climate change. One hundred techniques and practices are described here—some are well known; some you may have never heard of. They range from clean energy to educating girls in lower-income countries to land use practices that pull carbon out of the air. The solutions exist, are economically viable, and communities throughout the world are currently enacting them with skill and determination. If deployed collectively on a global scale over the next thirty years, they represent a credible path forward, not just to slow the earth's warming but to reach drawdown, that point in time when greenhouse gases in the atmosphere peak and begin to decline. These measures promise cascading benefits to human health, security, prosperity, and well-being—giving us every reason to see this planetary crisis as an opportunity to create a just and livable world.

Summary R in Action, Second Edition presents both the R language and the examples that make it so useful for business developers. Focusing on practical solutions, the book offers a crash course in statistics and covers elegant methods for dealing with messy and incomplete data that are difficult to analyze using traditional methods. You'll also master R's extensive graphical capabilities for exploring and presenting data visually. And this expanded second edition includes new chapters on time series analysis, cluster analysis, and classification methodologies, including decision trees, random forests, and support vector

machines. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Business pros and researchers thrive on data, and R speaks the language of data analysis. R is a powerful programming language for statistical computing. Unlike general-purpose tools, R provides thousands of modules for solving just about any data-crunching or presentation challenge you're likely to face. R runs on all important platforms and is used by thousands of major corporations and institutions worldwide. About the Book R in Action, Second Edition teaches you how to use the R language by presenting examples relevant to scientific, technical, and business developers. Focusing on practical solutions, the book offers a crash course in statistics, including elegant methods for dealing with messy and incomplete data. You'll also master R's extensive graphical capabilities for exploring and presenting data visually. And this expanded second edition includes new chapters on forecasting, data mining, and dynamic report writing. What's Inside Complete R language tutorial Using R to manage, analyze, and visualize data Techniques for debugging programs and creating packages OOP in R Over 160 graphs About the Author Dr. Rob Kabacoff is a seasoned researcher and teacher who specializes in data analysis. He also maintains the popular Quick-R website at statmethods.net. Table of Contents PART 1 GETTING STARTED Introduction to R Creating a dataset Getting started with graphs Basic data management Advanced data management PART 2 BASIC METHODS Basic graphs Basic statistics PART 3 INTERMEDIATE METHODS Regression Analysis of variance Power analysis Intermediate graphs Resampling statistics and bootstrapping PART 4 ADVANCED METHODS Generalized linear models Principal components and factor analysis Time series Cluster analysis Classification Advanced methods for missing data PART 5 EXPANDING YOUR SKILLS Advanced graphics with ggplot2 Advanced programming Creating a package Creating dynamic reports Advanced graphics with the lattice package available online only from manning.com/kabacoff2

Talk in Action examines the language, identity, and interaction of social institutions, introducing students to the research methodology of Conversation Analysis. Features a unique focus on real-world applications of CA by examining four institutional domains: calls to emergency numbers, doctor-patient interaction, courtroom trials, and mass communication, Provides a theoretical and methodological overview of the roots of CA, reviewing the main developments and findings of research on talk and social institutions conducted over the past 25 years Showcases the significance of this subject to everyday events, making it ideal for students coming to the field for the first time Written by two leading figures in the field of Conversation Analysis

Summary Go in Practice guides you through 70 real-world techniques in key areas like package management, microservice communication, and more. Following a cookbook-style Problem/Solution/Discussion format, this practical handbook builds on the foundational concepts of the Go language and introduces specific strategies you can use in your day-to-day applications.

Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Go may be the perfect systems language. Built with simplicity, concurrency, and modern applications in mind, Go provides the core tool set for rapidly building web, cloud, and systems applications. If you know a language like Java or C#, it's easy to get started with Go; the trick is finding the practical dirt-under-the-fingernails techniques that you need to build production-ready code. About the Book Go in Practice guides you through dozens of real-world techniques in key areas. Following a cookbook-style Problem/Solution/Discussion format, this practical handbook builds on the foundational concepts of the Go language and introduces specific strategies you can use in your day-to-day applications. You'll learn techniques for building web services, using Go in the cloud, testing and debugging, routing, network applications, and much more. After finishing this book, you will be ready to build sophisticated cloud-native Go applications. What's Inside Dozens of specific, practical Golang techniques Using Go for devops and cloudops Writing RESTful web services and microservices Practical web dev techniques About the Reader Written for experienced developers who have already started exploring Go and want to use it effectively in a production setting. About the Authors Matt Farina is a software architect at Deis. Matt Butcher is a Principal Engineer in the Advanced Technology Group at Hewlett Packard Enterprise. They are both authors, speakers, and regular open source contributors. Table of Contents PART 1 - BACKGROUND AND FUNDAMENTALS Getting into Go A solid foundation Concurrency in Go PART 2 - WELL-ROUNDED APPLICATIONS Handling errors and panic Debugging and testing PART 3 - AN INTERFACE FOR YOUR APPLICATIONS HTML and email template patterns Serving and receiving assets and forms Working with web services PART 4 - TAKING YOUR APPLICATIONS TO THE CLOUD Using the cloud Communication between cloud services Reflection and code generation

Summary Tika in Action is a hands-on guide to content mining with Apache Tika. The book's many examples and case studies offer real-world experience from domains ranging from search engines to digital asset management and scientific data processing.

About the Technology Tika is an Apache toolkit that has built into it everything you and your app need to know about file formats. Using Tika, your applications can discover and extract content from digital documents in almost any format, including exotic ones.

About this Book Tika in Action is the ultimate guide to content mining using Apache Tika. You'll learn how to pull usable information from otherwise inaccessible sources, including internet media and file archives. This example-rich book teaches you to build and extend applications based on real-world experience with search engines, digital asset management, and scientific data processing. In addition to architectural overviews, you'll find detailed chapters on features like metadata extraction, automatic language detection, and custom parser development. This book is written for developers who are new to both Scala and Lift and covers just enough Scala to get you started. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside Crack MS Word, PDF, HTML, and ZIP Integrate with search engines, CMS, and other data sources Learn through experimentation Many examples This book requires no previous knowledge of Tika or text mining techniques. It assumes a working knowledge of Java.

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Summary Web Components are a standardized way to build reusable custom elements for web pages and applications using HTML, CSS, and JavaScript. A Web Component is well-encapsulated, keeping its internal structure separate from other page elements so they don't collide with the rest of your code. In Web Components in Action you'll learn to design, build, and deploy reusable Web Components from scratch. Foreword by Gray Norton. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology The right UI can set your sites and web applications

apart from the ordinary. Using the Web Components API, you can build Custom Elements and then add them to your pages with just a simple HTML tag. This standards-based design approach gives you complete control over the style and behavior of your components and makes them radically easier to build, share, and reuse between projects. About the Book Web Components in Action teaches you to build and use Web Components from the ground up. You'll start with simple components and component-based applications, using JavaScript, HTML, and CSS. Then, you'll customize them and apply best design practices to maximize reusability. Through hands-on projects, you'll learn to build production-ready Web Components for any project, including color pickers, advanced applications using 3D models, mixed reality, and machine learning. What's inside Creating reusable Custom Elements without a framework Using the Shadow DOM for ultimate component encapsulation Leveraging newer JS features to organize and reuse code Fallback strategies for using Web Components on older browsers About the Reader Written for web developers experienced with HTML, CSS, and JavaScript. About the Author Ben Farrell is a Senior Experience Developer at Adobe working on the Adobe Design Prototyping Team. Table of Contents PART 1 - FIRST STEPS The framework without a framework Your first Web Component Making your component reuseable The component lifecycle Instrumenting a better web app through modules PART 2 - WAYS TO IMPROVE YOUR COMPONENT WORKFLOW Markup Managed Templating your content with HTML The Shadow DOM Shadow CSS Shadow CSS rough edges PART 3 - PUTTING YOUR COMPONENTS TOGETHER A real-world UI component Building and supporting older browsers Component testing Events and application data flow Hiding your complexities

In an age when students come to class with more varied music listening preferences and experiences than ever before, music educators can find themselves at a loss for how to connect with their students. Listening in Action provides the beginnings of a solution to this problem by characterizing students' contemporary music listening experiences as they are mediated by digital technologies. Several components of contemporary music listening experiences are described, including: the relationship between music listening experiences and listener engagements with other activities; listener agency in creating playlists and listening experiences as a whole; and the development of adolescent identities as related to the agency afforded by music listening devices. The book provides an accessible introduction to scholarship on music listening across the disciplines of musicology, ethnomusicology, sociology of music, psychology of music, and music education. By reading Listening in Action, music educators can gain an understanding of recent theories of music listening in everyday life and how those theories might be applied to bridge the gap between music pedagogies and students who encounter music in a heavily mediated, postperformance world.

Rust in Action is a hands-on guide to systems programming with Rust. Written for inquisitive programmers, it presents real-world use cases that go far beyond syntax and structure. Summary Rust in Action introduces the Rust programming language by exploring numerous systems programming concepts and techniques. You'll be learning Rust by delving into how computers work under the hood. You'll find yourself playing with persistent storage, memory, networking and even tinkering with CPU instructions. The book takes you through using Rust to extend other applications and teaches you tricks to write blindingly fast code. You'll also discover parallel and concurrent programming. Filled to the brim with real-life use cases and scenarios, you'll go beyond the Rust syntax and see what Rust has to offer in real-world use cases. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Rust is the perfect language for systems programming. It delivers the low-level power of C along with rock-solid safety features that let you code fearlessly. Ideal for applications requiring concurrency, Rust programs are compact, readable, and blazingly fast. Best of all, Rust's famously smart compiler helps you avoid even subtle coding errors. About the book Rust in Action is a hands-on guide to systems programming with Rust. Written for inquisitive programmers, it presents real-world use cases that go far beyond syntax and structure. You'll explore Rust implementations for file manipulation, networking, and kernel-level programming and discover awesome techniques for parallelism and concurrency. Along the way, you'll master Rust's unique borrow checker model for memory management without a garbage collector. What's inside Elementary to advanced Rust programming Practical examples from systems programming Command-line, graphical and networked applications About the reader For intermediate programmers. No previous experience with Rust required. About the author Tim McNamara uses Rust to build data processing pipelines and generative art. He is an expert in natural language processing and data engineering. Table of Contents 1 Introducing Rust PART 1 RUST LANGUAGE DISTINCTIVES 2 Language foundations 3 Compound data types 4 Lifetimes, ownership, and borrowing PART 2 DEMYSTIFYING SYSTEMS PROGRAMMING 5 Data in depth 6 Memory 7 Files and storage 8 Networking 9 Time and timekeeping 10 Processes, threads, and containers 11 Kernel 12 Signals, interrupts, and exceptions

When a small-town family is pushed to the brink, how far will they go to protect one of their own? An edgy, propulsive read about what we will do in the name of love and blood Tony has always looked out for his younger brother, Nick. So when he's called to a hospital bed where Nick is lying battered and bruised after a violent sexual assault, his protective instincts flare, and a white-hot rage begins to build. As a small-town New England lawyer, Tony's wife, Julia, has cases involving kids all the time. When Detective Rice gets assigned to this one, Julia feels they're in good hands. Especially because she senses that Rice, too, understands how things can quickly get complicated. Very complicated. After all, one moment Nick was having a drink with a handsome stranger; the next, he was at the center of an investigation threatening to tear not only him, but his entire family, apart. And now his attacker, out on bail, is disputing Nick's version of what happened. As Julia tries to help her brother-in-law, she sees Tony's desire for revenge, to fix things for Nick, getting out of control. Tony is starting to scare her. And before long, she finds herself asking: does she really know what her husband is capable of? Or of what she herself is? Exploring elements of doubt, tragedy, suspense, and justice, The Damage is an all-consuming read that marks the explosive debut of an extraordinary new writer.

God is commanding you to GO! He has given you a unique purpose and mission that only you can fulfill and He is calling you to action right now. From the Old Testament to the New Testament, God moved His people to action with this simple 2-letter word. God told Moses and Abraham to go. Jesus told the woman at the well and the disciples to go. Time and time again we see individuals overcoming their doubts and fears to follow God's call. This devotional will highlight important lessons from Scripture on how God commands action from His people. In this book, you will learn how to: -get out of your comfort zone -overcome self-doubt -trust God with every aspect of your life Are you ready to answer God's call to action? It is time to GO!

Even small applications have dozens of components. Large applications may have thousands, which makes them challenging to install, maintain, and remove. Docker bundles all application components into a package called a container that keeps things tidy and helps manage any dependencies on other applications or infrastructure. Docker in Action, Second Edition teaches you the

skills and knowledge you need to create, deploy, and manage applications hosted in Docker containers. This bestseller has been fully updated with new examples, best practices, and entirely new chapters. You'll start with a clear explanation of the Docker model and learn how to package applications in containers, including techniques for testing and distributing applications. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Summary Spring in Action, 5th Edition is the fully updated revision of Manning's bestselling Spring in Action. This new edition includes all Spring 5.0 updates, along with new examples on reactive programming, Spring WebFlux, and microservices. You'll also find the latest Spring best practices, including Spring Boot for application setup and configuration. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Spring Framework makes life easier for Java developers. New features in Spring 5 bring its productivity-focused approach to microservices, reactive development, and other modern application designs. With Spring Boot now fully integrated, you can start even complex projects with minimal configuration code. And the upgraded WebFlux framework supports reactive apps right out of the box! About the Book Spring in Action, 5th Edition guides you through Spring's core features, explained in Craig Walls' famously clear style. You'll roll up your sleeves and build a secure database-backed web app step by step. Along the way, you'll explore reactive programming, microservices, service discovery, RESTful APIs, deployment, and expert best practices. Whether you're just discovering Spring or leveling up to Spring 5.0, this Manning classic is your ticket! What's inside Building reactive applications Spring MVC for web apps and RESTful web services Securing applications with Spring Security Covers Spring 5.0 Over 100,000 copies sold! About the Reader For intermediate Java developers. About the Author Craig Walls is a principal software engineer at Pivotal, a popular author, an enthusiastic supporter of Spring Framework, and a frequent conference speaker. Table of Contents PART 1 - FOUNDATIONAL SPRING Getting started with Spring Developing web applications Working with data Securing Spring Working with configuration properties PART 2 - INTEGRATED SPRING Creating REST services Consuming REST services Sending messages asynchronously Integrating Spring PART 3 - REACTIVE SPRING Introducing Reactor Developing reactive APIs Persisting data reactively PART 4 CLOUD-NATIVE SPRING Discovering services Managing configuration Handling failure and latency PART 5 - DEPLOYED SPRING Working with Spring Boot Actuator Administering Spring Monitoring Spring with JMX Deploying Spring

This book describes process mining use cases and business impact along the value chain, from corporate to local applications, representing the state of the art in domain know-how. Providing a set of industrial case studies and best practices, it complements academic publications on the topic. Further the book reveals the challenges and failures in order to offer readers practical insights and guidance on how to avoid the pitfalls and ensure successful operational deployment. The book is divided into three parts: Part I provides an introduction to the topic from fundamental principles to key success factors, and an overview of operational use cases. As a holistic description of process mining in a business environment, this part is particularly useful for readers not yet familiar with the topic. Part II presents detailed use cases written by contributors from a variety of functions and industries. Lastly, Part III provides a brief overview of the future of process mining, both from academic and operational perspectives. Based on a solid academic foundation, process mining has received increasing interest from operational businesses, with many companies already reaping the benefits. As the first book to present an overview of successful industrial applications, it is of particular interest to professionals who want to learn more about the possibilities and opportunities this new technology offers. It is also a valuable resource for researchers looking for empirical results when considering requirements for enhancements and further developments. Summary A fully revised edition that covers the new features available in Clojure 1.6. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Clojure is a modern Lisp for the JVM. It has the strengths you expect: first-class functions, macros, and Lisp's clean programming style. It supports functional programming, making it ideal for concurrent programming and for creating domain-specific languages. Clojure lets you solve harder problems, make faster changes, and end up with a smaller code base. It's no wonder that there are so many Clojure success stories. About the Book Clojure in Action, Second Edition is an expanded and improved version that's been updated to cover the new features of Clojure 1.6. The book gives you a rapid introduction to the Clojure language, moving from abstract theory to practical examples. You'll start by learning how to use Clojure as a general-purpose language. Next, you'll explore Clojure's efficient concurrency model, based on the database concept of Software Transactional Memory (STM). You'll gain a new level of productivity through Clojure DSLs that can run on the JVM. Along the way, you'll learn countless tips, tricks, and techniques for writing smaller, safer, and faster code. What's Inside Functional programming basics Metaprogramming with Clojure's macros Interoperating with Java Covers Clojure 1.6 About the Reader Assumes readers are familiar with a programming language like C, Java, Ruby, or Python. Table of Contents Introducing Clojure Clojure elements: Data structures and functions Building blocks of Clojure Multimethod polymorphism Exploring Clojure and Java interop State and the concurrent world Evolving Clojure through macros More on functional programming Protocols, records, and types Test-driven development and more More macros and DSL

Seventeen-year-old movie-lover Ethan, the defacto manager of Minneapolis's crumbling Green Street Cinema, teams with a motley crew to try to save the landmark from destruction.

Assessing the future is vital in informing public policy decisions. One of the most widespread approaches is the development of scenarios, which are alternative hypothetical futures. Research has indicated, however, that the reality of how professionals go about employing scenarios is often starkly at odds with the theory - a finding that has important ramifications for how the resulting images of the future should be interpreted. It also shows the need for rewriting and updating theory. This book, based on an intensive five year study of how experts actually go about assessing the future, provides a groundbreaking examination of foresighting in action. Obtained via ethnographic techniques, the results lay bare for the first time the real processes by which scenarios are made. It is also the first book to examine foresighting for public policy, which is so often overlooked in favour of business practice. From handling of discontinuity to historical determinism, the analysis reveals and explains why foresight is difficult and what the major pitfalls are. Each chapter ends with a toolkit of recommendations for practice. The book aims to help readers to reflect on their own practices of public-oriented foresight and thus to foster a deeper understanding of the key principles and challenges. Ultimately, this will lead to better informed decision making.

Advanced Algorithms and Data Structures introduces a collection of algorithms for complex programming challenges in data analysis, machine learning, and graph computing. Summary As a software engineer, you'll encounter countless programming challenges that initially seem confusing, difficult, or even impossible. Don't despair! Many of these "new" problems already have

well-established solutions. Advanced Algorithms and Data Structures teaches you powerful approaches to a wide range of tricky coding challenges that you can adapt and apply to your own applications. Providing a balanced blend of classic, advanced, and new algorithms, this practical guide upgrades your programming toolbox with new perspectives and hands-on techniques. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Can you improve the speed and efficiency of your applications without investing in new hardware? Well, yes, you can: Innovations in algorithms and data structures have led to huge advances in application performance. Pick up this book to discover a collection of advanced algorithms that will make you a more effective developer. About the book Advanced Algorithms and Data Structures introduces a collection of algorithms for complex programming challenges in data analysis, machine learning, and graph computing. You'll discover cutting-edge approaches to a variety of tricky scenarios. You'll even learn to design your own data structures for projects that require a custom solution. What's inside Build on basic data structures you already know Profile your algorithms to speed up application Store and query strings efficiently Distribute clustering algorithms with MapReduce Solve logistics problems using graphs and optimization algorithms About the reader For intermediate programmers. About the author Marcello La Rocca is a research scientist and a full-stack engineer. His focus is on optimization algorithms, genetic algorithms, machine learning, and quantum computing. Table of Contents 1 Introducing data structures PART 1 IMPROVING OVER BASIC DATA STRUCTURES 2 Improving priority queues: d-way heaps 3 Treaps: Using randomization to balance binary search trees 4 Bloom filters: Reducing the memory for tracking content 5 Disjoint sets: Sub-linear time processing 6 Trie, radix trie: Efficient string search 7 Use case: LRU cache PART 2 MULTIDEMENSIONAL QUERIES 8 Nearest neighbors search 9 K-d trees: Multidimensional data indexing 10 Similarity Search Trees: Approximate nearest neighbors search for image retrieval 11 Applications of nearest neighbor search 12 Clustering 13 Parallel clustering: MapReduce and canopy clustering PART 3 PLANAR GRAPHS AND MINIMUM CROSSING NUMBER 14 An introduction to graphs: Finding paths of minimum distance 15 Graph embeddings and planarity: Drawing graphs with minimal edge intersections 16 Gradient descent: Optimization problems (not just) on graphs 17 Simulated annealing: Optimization beyond local minima 18 Genetic algorithms: Biologically inspired, fast-converging optimization

Summary Dart in Action introduces Google's Dart language and provides techniques and examples showing how to use it as a viable replacement for Java and JavaScript in browser-based desktop and mobile applications. It begins with a rapid overview of Dart language and tools, including features like interacting with the browser, optional typing, classes, libraries, and concurrency with isolates. After you master the core concepts, you'll move on to running Dart on the server and creating single page HTML5 web applications. About the Technology Dart is a web programming language developed by Google. It has modern OO features, just like Java or C#, while keeping JavaScript's dynamic and functional characteristics. Dart applications are "transpiled" to JavaScript, and they run natively in Dart-enabled browsers. With production-quality libraries and tools, Dart operates on both the client and the server for a consistent development process. About this Book Dart in Action introduces the Dart language and teaches you to use it in browser-based, desktop, and mobile applications. Not just a language tutorial, this book gets quickly into the nitty-gritty of using Dart. Most questions that pop up while you're reading are answered on the spot! OO newbies will appreciate the gentle pace in the early chapters. Later chapters take a test-first approach and encourage you to try Dart hands-on. To benefit from this book you'll need experience with HTML and JavaScript? a Java or C# background is helpful but not required. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside Dart from the ground up Numerous code samples and diagrams Creating single-page web apps Transitioning from Java, C#, or JavaScript Running Dart in the browser and on the server About the Author Chris Buckett builds enterprise-scale web applications. He runs Dartwatch.com and is an active contributor to the dartlang list. "Includes numerous examples of core language features as well as more advanced HTML5 features."-;From the Foreword by Seth Ladd, Developer Advocate, Google Table of Contents PART 1 INTRODUCING DART Hello Dart "Hello World" with Dart tools Building and testing your own Dart app PART 2 CORE DART Functional first-class functions and closures Understanding libraries and privacy Constructing classes and interfaces Extending classes and interfaces Collections of richer classes Asynchronous programming with callbacks and futures PART 3 CLIENT-SIDE DART APPS Building a Dart web app Navigating offline data Communicating with other systems and languages PART 4 SERVER-SIDE DART Server interaction with files and HTTP Sending, syncing, and storing data Concurrency with isolates

What will you learn from this book? Go makes it easy to build software that's simple, reliable, and efficient. And this book makes it easy for programmers like you to get started. Googledesigned Go for high-performance networking and multiprocessing, but—like Python and JavaScript—the language is easy to read and use. With this practical hands-on guide, you'll learn how to write Go code using clearexamples that demonstrate the language in action. Best of all, you'll understandthe conventions and techniques that employers want entry-level Godevelopers to know. Why does this book look so different? Based on the latest research in cognitive science and learning theory, HeadFirst Go uses a visually rich format to engage your mind rather than a textheavyapproach that puts you to sleep. Why waste your time struggling withnew concepts? This multisensory learning experience is designed for theway your brain really works.

New York Times bestseller Being unstoppable is about believing and achieving. It's about having faith in yourself, your talents and your purpose and, most of all, in God's great love and His divine plan for your life. Millions around the world recognize the smiling face and inspirational message of Nick Vujicic. Despite being born without arms or legs, Nick's challenges have not kept him from enjoying great adventures, a fulfilling and meaningful career, and loving relationships. Nick has overcome trials and hardships by focusing on the promises that he was created for a unique and specific purpose, that his life has value and is a gift to others, and that no matter the despair and hard times in life, God is always present. Nick credits his success in life to the power that is unleashed when faith takes action. But how does that happen? In Unstoppable Nick addresses adversity and difficult circumstances that many people face today, including: • Personal crises • Relationship issues • Career and job challenges • Health and disability concerns • Self-destructive thoughts, emotions, and addictions • Bullying, persecution, cruelty, and intolerance • Balance in body, mind, heart, and spirit • Service to others Through stories from his own life and the experiences of many others, Nick explains how anyone wanting a "ridiculously good life" can respond to these issues and more to become unstoppable. What's standing in your way? Are you ready to become unstoppable?

Summary This third revision of Manning's popular The Quick Python Book offers a clear, crisp updated introduction to the elegant Python programming language and its famously easy-to-read syntax. Written for programmers new to Python, this latest edition

includes new exercises throughout. It covers features common to other languages concisely, while introducing Python's comprehensive standard functions library and unique features in detail. Foreword by Nicholas Tollervey, Python Software Foundation. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Initially Guido van Rossum's 1989 holiday project, Python has grown into an amazing computer language. It's a joy to learn and read, and powerful enough to handle everything from low-level system resources to advanced applications like deep learning. Elegantly simple and complete, it also boasts a massive ecosystem of libraries and frameworks. Python programmers are in high demand—;you can't afford not to be fluent!

About the Book *The Quick Python Book, Third Edition* is a comprehensive guide to the Python language by a Python authority, Naomi Ceder. With the personal touch of a skilled teacher, she beautifully balances details of the language with the insights and advice you need to handle any task. Extensive, relevant examples and learn-by-doing exercises help you master each important concept the first time through. Whether you're scraping websites or playing around with nested tuples, you'll appreciate this book's clarity, focus, and attention to detail. What's Inside

Clear coverage of Python 3 Core libraries, packages, and tools
 In-depth exercises
 Five new data science-related chapters
 About the Reader Written for readers familiar with programming concepts--no Python experience assumed.

About the Author Naomi Ceder is chair of the Python Software Foundation. She has been learning, using, and teaching Python since 2001.

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Discover how to become an entrepreneur by starting your own small business Do you hate your job? Are you looking for a way to build the lifestyle you want? Do you want to work from home but have no business ideas? Would you like to explore new business opportunities? Becoming an entrepreneur and starting your own business is actually not as difficult as what most people would have you believe. You don't need a MBA or business degree, nor do you need years of experience. Entrepreneurs start small businesses, often highly successful, with a few simple business ideas and not much else. Take Action! and Start your own Business explores why entrepreneurs go out on their own and how they go about it. **** The myths surrounding starting your own business are stripped away. This book will show you: How to start your own business. Where to look for new business ideas. How entrepreneurs take business ideas and turn them into profit. How running a small business can free you from the rat race. How to build your life around your unique purpose in life. Taking Consistent Action is Key to Changing your Life Do you want your own profitable small business that will bring fame and success? Do you desire financial independence and personal freedom? Would you love to improve your relationships and make them more fulfilling by being able to spend more quality time with your loved ones?**** Becoming an entrepreneur and starting your own business becomes easy once you know how. You can achieve all of the above, but you must be willing to take action. If you apply the principles taught, you can become an entrepreneur and start a small business faster than what you ever imagined possible. Will this be one of those books that will change your life and start you on your entrepreneurial journey? There's only one way to find out ...Starting a business has never been made this easy!

Summary Elm is more than just a cutting-edge programming language, it's a chance to upgrade the way you think about building web applications. Once you get comfortable with Elm's refreshingly different approach to application development, you'll be working with a clean syntax, dependable libraries, and a delightful compiler that essentially eliminates runtime exceptions. Elm compiles to JavaScript, so your code runs in any browser, and Elm's best-in-class rendering speed will knock your socks off. Let's get started! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Simply put, the Elm programming language transforms the way you think about frontend web development. Elm's legendary compiler is an incredible assistant, giving you the precise and user-friendly support you need to work efficiently. Elm applications have small bundle sizes that run faster than JavaScript frameworks and are famously easy to maintain as they grow. The catch? Elm isn't JavaScript, so you'll have some new skills to learn. About the book *Elm in Action* teaches you the Elm language along with a new approach to coding frontend applications. Chapter by chapter, you'll create a full-featured photo-browsing app, learning as you go about Elm's modular architecture, Elm testing, and how to work seamlessly with your favorite JavaScript libraries. You'll especially appreciate author and Elm core team member Richard Feldman's unique insights, based on his thousands of hours writing production code in Elm. When you're done, you'll have a toolbox of new development skills and a stunning web app for your portfolio. What's inside

Scalable design for production web applications
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 Data modeling in Elm
 Accessing JavaScript from Elm
 About the reader For web developers with no prior experience in Elm or functional programming.

About the author Richard Feldman is a software engineer at NoRedInk and a well-known member of the Elm community.

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#1 NEW YORK TIMES BESTSELLER • ONE OF TIME MAGAZINE'S 100 BEST YA BOOKS OF ALL TIME The extraordinary, beloved novel about the ability of books to feed the soul even in the darkest of times. When Death has a story to tell, you listen. It is 1939. Nazi Germany. The country is holding its breath. Death has never been busier, and will become busier still. Liesel Meminger is a foster girl living outside of Munich, who scratches out a meager existence for herself by stealing when she encounters something she can't resist—books. With the help of her accordion-playing foster father, she learns to read and shares her stolen books with her neighbors during bombing raids as well as with the Jewish man hidden in her basement. In superbly crafted writing that burns with intensity, award-winning author Markus Zusak, author of *I Am the Messenger*, has given us one of the most enduring stories of our time. “The kind of book that can be life-changing.” —The New York Times “Deserves a place on the same shelf with *The Diary of a Young Girl* by Anne Frank.” —USA Today **DON'T MISS BRIDGE OF CLAY, MARKUS ZUSAK'S FIRST NOVEL SINCE THE BOOK THIEF.**

Many of the normal concerns faced by application developers are amplified by the challenges of web-scale concurrency, real-time performance expectations, multi-core support, and efficiently consuming services without constantly managing I/O blocks. Although it's possible to solve most of these issues with existing languages and frameworks, Go is designed to handle them right out of the box, making for a more natural and productive coding experience. Developed at Google for its own internal use, Go now powers dozens of nimble startups, along with name brands like Canonical, Heroku, SoundCloud, and Mozilla, who rely on highly performant services for their infrastructure. *Go in Action* introduces the unique features and concepts of the Go language, guiding readers from inquisitive developers to Go gurus. It provides hands-on experience with writing real-world applications including web sites and network servers, as well as techniques to manipulate and convert data at incredibly high speeds. It also goes in-depth with the language and explains the tricks and secrets that the Go masters are using to make their applications perform. For example, it looks at Go's powerful reflection libraries and uses real-world examples of integration with C code. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

A valuable programming reference provides a complete introduction to the Go programming language, covering all of Go's clean and easy to understand syntax and its built-in arrays, maps, slices and Unicode strings. Original.

"Atwood's Law" is driven by the idea that all applications will ultimately wind up on the web and therefore must be written in JavaScript. WebAssembly may be your way out! With WebAssembly, you can write in nearly any modern language and run your code in the browser through a memory-safe, sandboxed execution environment that can be embedded in a web browser and other platforms. Getting set up and moving with WebAssembly requires you to modify your web dev process; WebAssembly in Action will get you started quickly and guide you through real-world examples and detailed diagrams that help you create, run, and debug WebAssembly modules. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Perfect for beginners familiar with programming basics, this hands-on guide provides an easy introduction to Go, the general-purpose programming language from Google. Author Caleb Doxsey covers the language's core features with step-by-step instructions and exercises in each chapter to help you practice what you learn. Go is a general-purpose programming language with a clean syntax and advanced features, including concurrency. This book provides the one-on-one support you need to get started with the language, with short, easily digestible chapters that build on one another. By the time you finish this book, not only will you be able to write real Go programs, you'll be ready to tackle advanced techniques. Jump into Go basics, including data types, variables, and control structures Learn complex types, such as slices, functions, structs, and interfaces Explore Go's core library and learn how to create your own package Write tests for your code by using the language's go test program Learn how to run programs concurrently with goroutines and channels Get suggestions to help you master the craft of programming

Please watch the following short video advertisement for the book, featuring the Editors:

<https://www.youtube.com/watch?v=N1ApHAQIMzQ&feature=youtu.be> Relationships are a resource for healing a range of psychological difficulties. This is the fundamental principle of family therapy, an increasingly influential form of psychotherapy that is building up a strong evidence base in a range of psychological problems across the life cycle. Family Therapy Skills and Techniques in Action is both a guide to a variety of family therapy techniques and a review of their history. It provides a thorough explanation of the techniques, explaining their origins and use in contemporary family practice, whilst guiding readers in learning new skills. The authors provide film examples and transcripts of the techniques in action so that readers can develop their skills in a practical way. The book is divided into sections that describe and demonstrate skills such as: Assessing a family; Building a therapeutic relationship with multiple family members; Enactment; Reframing; Using circular questions; 'Externalising' the problem; Using family therapy skills in individual work; Understanding and utilising systemic supervision. Family Therapy Skills and Techniques in Action will be an essential practical manual for a range of family therapy skills which can be used in family work by family practitioners from a variety of backgrounds: counsellors, support workers, social workers, psychologists, generic therapists and nurses.

Summary Kubernetes in Action is a comprehensive guide to effectively developing and running applications in a Kubernetes environment. Before diving into Kubernetes, the book gives an overview of container technologies like Docker, including how to build containers, so that even readers who haven't used these technologies before can get up and running. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Kubernetes is Greek for "helmsman," your guide through unknown waters. The Kubernetes container orchestration system safely manages the structure and flow of a distributed application, organizing containers and services for maximum efficiency. Kubernetes serves as an operating system for your clusters, eliminating the need to factor the underlying network and server infrastructure into your designs. About the Book Kubernetes in Action teaches you to use Kubernetes to deploy container-based distributed applications. You'll start with an overview of Docker and Kubernetes before building your first Kubernetes cluster. You'll gradually expand your initial application, adding features and deepening your knowledge of Kubernetes architecture and operation. As you navigate this comprehensive guide, you'll explore high-value topics like monitoring, tuning, and scaling. What's Inside Kubernetes' internals Deploying containers across a cluster Securing clusters Updating applications with zero downtime About the Reader Written for intermediate software developers with little or no familiarity with Docker or container orchestration systems. About the Author Marko Luksa is an engineer at Red Hat working on Kubernetes and OpenShift. Table of Contents PART 1 - OVERVIEW Introducing Kubernetes First steps with Docker and Kubernetes PART 2 - CORE CONCEPTS Pods: running containers in Kubernetes Replication and other controllers: deploying managed pods Services: enabling clients to discover and talk to pods Volumes: attaching disk storage to containers ConfigMaps and Secrets: configuring applications Accessing pod metadata and other resources from applications Deployments: updating applications declaratively StatefulSets: deploying replicated stateful applications PART 3 - BEYOND THE BASICS Understanding Kubernetes internals Securing the Kubernetes API server Securing cluster nodes and the network Managing pods' computational resources Automatic scaling of pods and cluster nodes Advanced scheduling Best practices for developing apps Extending Kubernetes

Concurrency can be notoriously difficult to get right, but fortunately, the Go open source programming language makes working with concurrency tractable and even easy. If you're a developer familiar with Go, this practical book demonstrates best practices and patterns to help you incorporate concurrency into your systems. Author Katherine Cox-Buday takes you step-by-step through the process. You'll understand how Go chooses to model concurrency, what issues arise from this model, and how you can compose primitives within this model to solve problems. Learn the skills and tooling you need to confidently write and implement concurrent systems of any size. Understand how Go addresses fundamental problems that make concurrency difficult to do correctly Learn the key differences between concurrency and parallelism Dig into the syntax of Go's memory synchronization primitives Form patterns with these primitives to write maintainable concurrent code Compose patterns into a series of practices that enable you to write large, distributed systems that scale Learn the sophistication behind goroutines and how Go's runtime stitches everything together Summary CSS in Depth exposes you to a world of CSS techniques that range from clever to mind-blowing. This instantly useful book is packed with creative examples and powerful best practices that will sharpen your technical skills and inspire your sense of design. Foreword by Chris Coyier, Cofounder of CodePen. Dig even deeper into the secrets of CSS with our video course CSS in Depth in Motion, available exclusively at Manning.com (www.manning.com/livevideo/css-in-depth-?in-motion)! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning

Publications. About the Technology Some websites really pop. They look great, they're visually consistent, and they feel interactive and responsive. You can bet their developers knew CSS in depth. CSS specifies everything from the structural layout of page elements to their individual look and feel. True masters know the patterns of CSS development, the techniques to implement them, and the subtle touches that result in beautiful typography, fluid transitions, and balanced graphics. Join them! About the Book CSS in Depth exposes you to a world of CSS techniques that range from clever to mind-blowing. This instantly useful book is packed with creative examples and powerful best practices that will sharpen your technical skills and inspire your sense of design. You'll gain new insights into familiar features like floats and units, and experiment with emerging ideas like responsive design and pattern libraries. Bottom line: this book will make you a better web designer and your apps will look fantastic! What's Inside Avoid common CSS pitfalls Master misunderstood concepts Use flexbox and grid layout Responsive designs for any device Code for reuse and maintainability About the Reader Written for web developers who know the basics of CSS and HTML. About the Author Keith J. Grant is a senior web developer who builds and maintains web applications and websites, including The New York Stock Exchange site. Table of Contents PART 1 - REVIEWING THE FUNDAMENTALS Cascade, specificity, and inheritance Working with relative units Mastering the box model PART 2 - MASTERING LAYOUT Making sense of floats Flexbox Grid layout Positioning and stacking contexts Responsive design PART 3 - CSS AT SCALE Modular CSS Pattern libraries PART 4 - ADVANCED TOPICS Backgrounds, shadows, and blend modes Contrast, color, and spacing Typography Transitions Transforms Animations

Summary Revised and updated for Elixir 1.7, Elixir in Action, Second Edition teaches you how to apply Elixir to practical problems associated with scalability, fault tolerance, and high availability. Along the way, you'll develop an appreciation for, and considerable skill in, a functional and concurrent style of programming. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology When you're building mission-critical software, fault tolerance matters. The Elixir programming language delivers fast, reliable applications, whether you're building a large-scale distributed system, a set of backend services, or a simple web app. And Elixir's elegant syntax and functional programming mindset make your software easy to write, read, and maintain. About the Book Elixir in Action, Second Edition teaches you how to build production-quality distributed applications using the Elixir programming language. Author Saša Jurić introduces this powerful language using examples that highlight the benefits of Elixir's functional and concurrent programming. You'll discover how the OTP framework can radically reduce tedious low-level coding tasks. You'll also explore practical approaches to concurrency as you learn to distribute a production system over multiple machines. What's inside Updated for Elixir 1.7 Functional and concurrent programming Introduction to distributed system design Creating deployable releases About the Reader You'll need intermediate skills with client/server applications and a language like Java, C#, or Ruby. No previous experience with Elixir required. About the Author Saša Jurić is a developer with extensive experience using Elixir and Erlang in complex server-side systems. Table of Contents First steps Building blocks Control flow Data abstractions Concurrency primitives Generic server processes Building a concurrent system Fault-tolerance basics Isolating error effects Beyond GenServer Working with components Building a distributed system Running the system

Summary Get Programming with Go introduces you to the powerful Go language without confusing jargon or high-level theory. By working through 32 quick-fire lessons, you'll quickly pick up the basics of the innovative Go programming language! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Go is a small programming language designed by Google to tackle big problems. Large projects mean large teams with people of varying levels of experience. Go offers a small, yet capable, language that can be understood and used by anyone, no matter their experience. About the Book Hobbyists, newcomers, and professionals alike can benefit from a fast, modern language; all you need is the right resource! Get Programming with Go provides a hands-on introduction to Go language fundamentals, serving as a solid foundation for your future programming projects. You'll master Go syntax, work with types and functions, and explore bigger ideas like state and concurrency, with plenty of exercises to lock in what you learn. What's inside Language concepts like slices, interfaces, pointers, and concurrency Seven capstone projects featuring spacefaring gophers, Mars rovers, ciphers, and simulations All examples run in the Go Playground - no installation required! About the Reader This book is for anyone familiar with computer programming, as well as anyone with the desire to learn. About the Author Nathan Youngman organizes the Edmonton Go meetup and is a mentor with Canada Learning Code. Roger Peppé contributes to Go and runs the Newcastle upon Tyne Go meetup. Table of Contents Unit 0 - GETTING STARTED Get ready, get set, Go Unit 1 - IMPERATIVE PROGRAMMING A glorified calculator Loops and branches Variable scope Capstone: Ticket to Mars Unit 2 - TYPES Real numbers Whole numbers Big numbers Multilingual text Converting between types Capstone: The Vigenère cipher Unit 3 - BUILDING BLOCKS Functions Methods First-class functions Capstone: Temperature tables Unit 4 - COLLECTIONS Arrayed in splendor Slices: Windows into arrays A bigger slice The ever-versatile map Capstone: A slice of life Unit 5 - STATE AND BEHAVIOR A little structure Go's got no class Composition and forwarding Interfaces Capstone: Martian animal sanctuary Unit 6 - DOWN THE GOPHER HOLE A few pointers Much ado about nil To err is human Capstone: Sudoku rules Unit 7 - CONCURRENT PROGRAMMING Goroutines and concurrency Concurrent state Capstone: Life on Mars

Ready-to-go, vetted approaches for facilitating artistic environmental projects How do we educate those who feel an urgency to address our environmental and social challenges? What ethical concerns do art-makers face who are committed to a deep green agenda? How can we refocus education to emphasize integrative thinking and inspire hope? What role might art play in actualizing environmental resilience? Compiled from 67 members of the Ecoart Network, a group of more than 200 internationally established practitioners, Ecoart in Action stands as a field guide that offers

practical solutions to critical environmental challenges. Organized into three sections—Activities, Case Studies, and Provocations—each contribution provides models for ecoart practice that are adaptable for use within a variety of classrooms, communities, and contexts. Educators developing project and place-based learning curricula, citizens, policymakers, scientists, land managers, and those who work with communities (human and other) will find inspiration for integrating art, science, and community-engaged practices into on-the-ground environmental projects. If you share a concern for the environmental crisis and believe art can provide new options, this book is for you!

The Go Programming Language is the authoritative resource for any programmer who wants to learn Go. It shows how to write clear and idiomatic Go to solve real-world problems. The book does not assume prior knowledge of Go nor experience with any specific language, so you'll find it accessible whether you're most comfortable with JavaScript, Ruby, Python, Java, or C++. The first chapter is a tutorial on the basic concepts of Go, introduced through programs for file I/O and text processing, simple graphics, and web clients and servers. Early chapters cover the structural elements of Go programs: syntax, control flow, data types, and the organization of a program into packages, files, and functions. The examples illustrate many packages from the standard library and show how to create new ones of your own. Later chapters explain the package mechanism in more detail, and how to build, test, and maintain projects using the go tool. The chapters on methods and interfaces introduce Go's unconventional approach to object-oriented programming, in which methods can be declared on any type and interfaces are implicitly satisfied. They explain the key principles of encapsulation, composition, and substitutability using realistic examples. Two chapters on concurrency present in-depth approaches to this increasingly important topic. The first, which covers the basic mechanisms of goroutines and channels, illustrates the style known as communicating sequential processes for which Go is renowned. The second covers more traditional aspects of concurrency with shared variables. These chapters provide a solid foundation for programmers encountering concurrency for the first time. The final two chapters explore lower-level features of Go. One covers the art of metaprogramming using reflection. The other shows how to use the unsafe package to step outside the type system for special situations, and how to use the cgo tool to create Go bindings for C libraries. The book features hundreds of interesting and practical examples of well-written Go code that cover the whole language, its most important packages, and a wide range of applications. Each chapter has exercises to test your understanding and explore extensions and alternatives. Source code is freely available for download from <http://gopl.io/> and may be conveniently fetched, built, and installed using the go get command.

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